

S/N 10/658,975RECEIVED
CENTRAL FAX CENTERMAY 09 2008 PATENT**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

Applicant: Peter R. Anderson et al.

Examiner: Paul A. D'Agostino

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Docket No.: 1842.041US1

Title: GAMING MACHINE WITH AUDIO SYNCHRONIZATION FEATURE

FOR DISCUSSION ONLY
NOT FOR ENTRY**IN THE CLAIMS**

1. (Proposed Amendment) A system comprising:

a gaming machine configured to conduct a wagering game, the gaming machine comprising:

a memory structure configured to store an audio file associated with the wagering game, the audio file including a marker and an audio sequence with one or more markers placed within the audio sequence; and

a controller operative to play the audio file, including playing the sequence and initiating a wagering game-related event in response to detecting the marker, the event being pre-associated with the marker.

(Proposed New Claim) A method comprising:

reading an audio stream until a marker is encountered in the audio stream;

reading the marker;

accessing an association table, the association table including the marker and at least one corresponding command;

using the marker to determine the corresponding command; and

executing the corresponding command.

(Proposed New Claim) A method comprising:

accessing an audio stream, the audio stream including a marker identification;
reading the marker identification from the audio stream;
determining an associated animation sequence using an association table, the association
table providing a mapping from a particular marker identification to a corresponding animation
sequence; and
activating the associated animation sequence.